

## CONTROLLER DEVICE/TRAINING DATA TRANSFER DEVICE (CD/TDTD)



The Controller Device/Training Data Transfer Device (CD/TDTD) supports all aspects of the Controller's interactions with MILES 2000, including resetting or resurrecting players, downloading event data, synchronizing player time and uploading new or revised system configurations and  $P_k$  tables. The CD/TDTD is also used to load and configure surrogate weapons making reloading realistic and easy. Event data downloaded from players is transferred to the MILES 2000 After Action Review system for analysis and report generation.

User friendly controls and displays are located on the back and side of the CD/TDTD. The rear panel has a Fire LED indicator. The front panel contains a 25-character by 5-line liquid crystal display and nine function keys. Three function keys are "soft" keys with functions dependent on the main operating mode selected. The other six function keys are "hard" keys which provide instant access to the main operation modes.



## OPERATION:

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- Interfaces to all MILES 2000 system components and MAARS
- The CD/TDTD functions performed at the ranges indicated:

500 meters	Universal Kill, Mankill, Reset, Resurrect, Near Miss
100 meters	Time Synchronize Internal Clock
100 meters	Transmit MILES Code
	Select $P_k$ Table Used by DPCU
20 meters	Decode MILES Code
Contact	Optical Upload Functions -Initialization, Vulnerability Data ( $P_k$ ), Run BIT, Modify PID
	Optical Download Function-Event Data

## FEATURES:

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Downloads and Stores Data for a Typical Exercise for 100 or More Players  
Programmable Internal Clock Time Accurate to 1 Second in 96 Hours  
Decodes laser from any transmitter (Provides quick functionality check on battlefield)  
Transmits any PID and Weapon Code (Mimic any weapon)  
Reassign Player IDs  
Automatically allows player ID to be assigned for friendly and opposing forces  
Lightweight Unit  
Carrying Strap  
Minimum Training Required to Operate